ATARI BİLGİSAYAR DERGİSİ

PROGRAM EKİ

2

SIFIRLAYIN... KAZANIN...

Sıfırlamayı bilgisayarınızdan önce başarırsanız, onu yenebileceksiniz. Ancak dikkatli olun! Bilgisayarınız her kaybedişinden sonra, hatalarını öğrenmekte ve bir daha tekrarlamamaktadır!

```
10 REM **********************
11 REM **                    **
12 REM **  ATARI YAZILIM     **
13 REM **                    **
14 REM **       GRUBU        **
15 REM **                    **
16 REM **********************
19 GRAPHICS 18
20 DIM CODE(800),DES(2)
30 REM ** ILK DEGERLER **
40 A=2:B=2:C=2:D=2:ME=0:YOU=0:GO=1
50 FOR I=0 TO 800:CODE(I)=0:NEXT I
60 GOSUB 900
70 REM ** OYUNCULARIN SIRALARI **
80 SQUARE=0
90 POSITION 12,1:PRINT #6;" sende ":POSITION 12,3:PRINT #6;"        ":POSITION 12
,4:PRINT #6;"        "
100 POSITION 2,1:PRINT #6;"XXXXXXX"
110 Z=STICK(0)
120 POKE 77,0
130 IF Z=11 THEN SQUARE=1:POSITION 2,9:? #6;"XXXXXXX"
140 IF Z=7 THEN SQUARE=2:POSITION 2,9:? #6;"XXXXXXX"
150 IF SQUARE=0 THEN 110
160 IF STRIG(0)=1 THEN 110
170 IF SQUARE=1 AND A=0 THEN POSITION 12,3:? #6;"ha! ha!":GOTO 90
180 IF SQUARE=2 AND B=0 THEN POSITION 12,3:? #6;"ho! ho!":GOTO 90
210 IF SQUARE=1 THEN N=A:A=0:POSITION 3,7:? #6;A
220 IF SQUARE=2 THEN N=B:B=0:POSITION 7,7:? #6;B
230 GOSUB 1000
240 IF A=0 AND B=0 THEN POSITION 12,1:? #6;" YENDIM ":ME=ME+1:GOTO 710
250 REM ** BILGISAYARIN SIRASI **
260 POSITION 12,2:PRINT #6;"        "
270 POSITION 12,1:PRINT #6;" bende ":POSITION 12,3:? #6;" HIMM !":POSITION 12,4:
? #6;"        "
280 POSITION 12,2:? #6;"        "
290 POSITION 2,9:? #6;"XXXXXXX"
300 FOR W=1 TO 400:NEXT W
310 DES(1)=100*(A+INT((C+2)/4))+10*(B+INT((1+C)/4))+INT(C/4)
320 DES(2)=100*(A+INT((3+D)/4))+10*(B+INT((2+D)/4))+(C+INT((1+D)/4))
330 DES1=CODE(DES(1)):DES2=CODE(DES(2))
340 IF C=0 THEN SQUARE=4:DES1=1:GOTO 410
350 IF D=0 THEN SQUARE=3:DES2=1:GOTO 410
360 IF DES1=2 THEN SQUARE=3
370 IF DES2=2 THEN SQUARE=4
380 IF DES1=1 THEN SQUARE=4
390 IF DES2=1 THEN SQUARE=3
400 IF DES1=0 AND DES2=0 THEN SQUARE=INT(3+2*RND(0))
410 IF SQUARE=3 THEN POSITION 2,1:? #6;"XXXXxxx"
420 IF SQUARE=4 THEN POSITION 2,1:? #6;"xxxXXXX"
430 FOR W=1 TO 100:NEXT W
440 IF SQUARE=3 THEN N=C:C=0:POSITION 7,3:? #6;C
450 IF SQUARE=4 THEN N=D:D=0:POSITION 3,3:? #6;D
460 GOSUB 1000
470 POS=100*A+10*B+C:IF CODE(POS)<>0 THEN 500
480 LASTUNPOS=POS
490 A1=A:B1=B:C1=C:D1=D
500 IF C<>0 OR D<>0 THEN 80
510 POSITION 12,1:? #6;" BRAVO ":YOU=YOU+1
520 CODE(LASTUNPOS)=1
530 IF C1<>0 THEN 570
540 C=1:D=D1-1:A=A1:B=B1:GOSUB 800
550 C=2:D=D1-1:A=A1-1:B=B1:GOSUB 800
560 C=3:D=D1-1:A=A1-1:B=B1-1:GOSUB 800
570 IF C1<>1 THEN 620
580 C=4:D=D1-1:A=A1-1:B=B1-1:GOSUB 800
590 C=5:D=D1-2:A=A1-1:B=B1-1:GOSUB 800
600 C=6:D=D1-2:A=A1-2:B=B1-1:GOSUB 800
610 C=7:D=D1-2:A=A1-2:B=B1-2:GOSUB 800
620 IF D1<>0 THEN 660
630 D=1:A=A1-1:B=B1:C=C1:GOSUB 800
640 D=2:A=A1-1:B=B1-1:C=C1:GOSUB 800
```

```
650 D=3:A=A1-1:B=B1-1:C=C1-1:GOSUB 800
660 IF D1  1 THEN 710
670 D=4:A=A1-1:B=B1-1:C=C1-1:GOSUB 800
680 D=5:A=A1-2:B=B1-1:C=C1-1:GOSUB 800
690 D=6:A=A1-2:B=B1-2:C=C1-1:GOSUB 800
700 D=7:A=A1-2:B=B1-2:C=C1-2:GOSUB 800
710 REM ** OYUN SONU **
720 FOR W=10 TO 35:SOUND 0,40*RN (0),10,100/W:SOUND 1,20*RND(0),10,100/W:NEXT W:
SOUND 0,0,0,0:SOUND 1,0,0,0
730 POSITION 12,10:? #6;ME:POSITION 16,10:? #6;YOU
740 POSITION 11,3:? #6;" ATES'E":POSITION 12,4:? #6;" BAS  "
750 IF STRIG(0)=1 THEN 750
760 A=2:B=, C=2:D=2
770 GOSUB 900
780 GO=1-GO:IF GO=1 THEN 80
790 GOTO 260
800 REM ** KAZANANLARIN GORUNTUSU **
810 IF A<0 OR B<0 OR C<0 OR D<0 THEN 890
830 DES(1)=100*(A+INT((C+2)/4))+10*(B+INT((C+1)/4))+INT(C/4)
840 DES(2)=100*(A+IN ((D+3)/4))+10*(B+INT((D+2)/4))+(C+INT((D+1)/4))
850 DES1=CODE(DES(1)):DES2=CODE(DES(2))
860 IF C=0 THEN DES1=1
870 IF D=0 THEN DES2=1
880 IF DES1=1 AND DES2=1 THEN POS=100*C+10*D+A:CODE(POS)=2
890 RETURN
900 REM ** EKRAN GOR NTUSU **
910 POSITION 4,0:? #6;"ben":POSITION 4,10:? #6;"sen"
920 POSITION 12,10:? #6;ME:POSITION 16,10:? #6;YOU
930 POSITION 1,1:? #6;"XXXXXXXXX":POSITION 1,9:? #6;"XXXXXXXXX"
940 FOR I=2 TO 8:POSITION 1,I:? #6;"X   X   X":NEX. I
950 POSITION 1,5:? #6;"XXXXXXXXX"
960 POSITION 13,8:? #6;"sonuc"
970 POSITION 12,9:PRINT #6;"ben sen"
980 POSITION 7,3:PRINT #6;A:POSITION 7,7:PRINT #6;B:POSITION 3,7:PRINT #6;C:POSI
TION 3,3:? #6;D
990 RETURN
1000 REM *- SAYILARI HESAPLAMA **
1010 SQUARE=SQUARE+1:IF SQUARE>4 THEN SQUARE=1
1020 FOR W=1 TO 70:NEXT W:SOUND 0,80,10,9:FOR W=1 TO 10:NEXT W:SOUND 0,0,0,0
1030 ON SQUARE GOSUB 1050,1070,1080,1090
1040 N=N-1:IF N<1 THEN RETURN
1050 GOTO 1010
1060 A=A+1:POSITION 3,7:PRINT #6;A:RETURN
1070 B=B+1:POSITION 7,7:PRINT #6;A RETURN
1080 C=C+1:POSITION 7,3:PRINT #6;C RETURN
1090 D=D+1:POSITION 3,3:PRINT #6;D RETURN
```

STRING PATTERN

Çok güzel bir çizim programı. Özellikle bilgisayar kullanmaya yeni başlayanların ilgisini çekecektir.

```
40 GRAPHICS 8+16:SETCOLOR 2,0,0
45 COLOR 1:SETCOLOR 1,0,14
50 FOR X=0 TO 191 STEP 10
60 PLOT 64,191-X
70 DRAWTO X+64,0
80 PLOT 191-X+64,0
90 DRAWTO 191+64,191-X
100 PLOT 64,X
110 DRAWTO X+64,191
120 PLOT 191+64,X
130 DRAWTO 191-X+64,191
140 NEXT X
145 FOR P=0 TO 14 STEP 0.2
150 SETCOLOR 1,0,P
155 SOUND 0,P*40,10,15
160 NEXT P:GOTO 145
```

ATARI ÇİZİM PROGRAMI

Bu programla istediğiniz gibi çizim yapabilirsiniz .

Programın tamamını yazdıktan sonra, bunu RUN komutuyla başlatmadan önce SAVE emriyle kasette veya diskette saklamakta yarar vardır.

Programı yükledikten sonra ekranda boşluk belirecektir. START tuşuna bastıktan sonra, fonksiyonları kısaca tanıtan bir menü gelir. START'a bir kere daha bastığınızda çizim moduna geçersiniz.

Programın Özellikleri:

RETURN TUŞU: RETURN'e bastığınızda çizim moduna geçersiniz.

C TUŞU : Ateş düğmesine basılan son noktadan imlecin bulunduğu yere bir çizgi çizer.

D TUŞU : D'ye bastığınızda imlecin bulunduğu yer merkez kabul edilerek istediğiniz yarıçapta ve oranda bir daire çizilir. Oranı değiştererek elips çizmek de mümkün. Ateş düğmesine basarak fonksiyonu yarıda kesip çizim moduna dönmek mümkün.

G TUŞU : Bu fonksiyonun daire fonksiyonuyla tek farkı, merkez noktasından daire çizgisinin bulunduğu noktalara verilen adımda çizgiler çizmesidir.

S TUŞU : Bu fonksiyonla imleci bir sprey gibi kullanabilirsiniz. Bir deneyin. RETURN'e basarak çizim moduna dönebilirsiniz.

A TUŞU : Dikey ayna, yatay ayna, dikey ve yatay ayna arasında seçebilirsiniz. Ayna fonksiyonu sadece çizim modunda çalışır.

R TUŞU : Bu fonksiyonla dört renk (siyah, portakal, yeşil, koyu mavi) seçebilirsiniz. Siyah zeminle aynı olduğundan bunu silmekte de kullanabilirsiniz.

E TUŞU : Bu fonksiyonla renk efektleri yapabilirsiniz.

Y TUŞU : Y tuşuna bastığınızda program yeniden başlar, yani ekranı siler.

```
0 REM ********************************
1 REM *    A T A R I   C I Z I M     *
2 REM *------------------------------*
3 REM *    Copyright (c) 1986 by     *
4 REM *         ME-TA Software       *
5 REM *------------------------------*
6 REM *         Programlayanlar      *
7 REM *   KAAN OZBEK ve OZER UNAL    *
8 REM ********************************
9 REM
10 GOSUB 122
11 REM BASLIK
12 GRAPHICS 18:POKE 708,15:POKE 710,18
13 DL=PEEK(560)+PEEK(561)*256
14 POKE DL+10,6:POKE DL+11,6:POKE DL+13,2
15 ? #6;"----------------------";
16 ? #6;"ATARI  CIZIM  VER1.0";
17 ? #6;"----------------------"
18 POSITION 2,5:? #6;"(C)1986 BY ME-TA":POSITION 6,6:? #6;"SOWTWARE"
19 POSITION 0,8:? #6;"Programlayanlar KAAN OZBEK ve OZER UNAL"
20 POSITION 4,11:? #6;"starta basin"
21 A=USR(ADR(A$))
```

```
22 REM MENU (TANITIM)
23 GRAPHICS 1+16:POKE 712,4:POKE 708,10:POKE 559,32
24 POSITION 4,0:? #6;"FONKSIYONLAR":? #6:? #6
25 ? #6;"G       - GUNES ISINI"
26 ? #6;"R       - RENK SECIMI"
27 ? #6;"Y       - YENI RESIM":? #6
28 ? #6;"C       - CIZGI/RAYS":? #6
29 ? #6;"D       - DAIRE":? #6
30 ? #6;"RETURN - CIZIM":? #6
31 ? #6;"S       - SPREY":? #6
32 ? #6;"A       - AYNA":? #6
33 ? #6;"E       - EFEKTLER"
34 POSITION 4,21:? #6;"START BASIN"
35 RESTORE 132:GOSUB 138:POKE 559,34:POKE 764,255:A=USR(ADR(A$))
36 GRAPHICS 15+16
37 GRAPHICS 15+16+32
38 REM CIZIM
39 POKE 764,255:GOSUB 140:GOSUB 116:GOSUB 119
40 IF STRIG(0)=0 THEN COLOR C:PLOT X,Y:X1=X:Y1=Y
41 TRAP 46:IF STRIG(0)=1 THEN 46
42 ON AY GOTO 43,44,45,46
43 PLOT X,191-Y:GOTO 46
44 PLOT 159-X,Y:GOTO 46
45 PLOT X,191-Y:PLOT 159-X,Y:PLOT 159-X,191-Y
46 GOSUB 140:GOSUB 116:IF PEEK(764)<>18 THEN 52
47 COLOR C:PLOT X1,Y1:DRAWTO X,Y
48 TRAP 52:ON AY GOTO 49,50,51,52
49 PLOT X1,191-Y1:DRAWTO X,191-Y:GOTO 52
50 PLOT 159-X1,Y1:DRAWTO 159-X,Y:GOTO 52
51 PLOT X1,191-Y1:DRAWTO X,191-Y:PLOT 159-X1,Y1:DRAWTO 159-X,Y:PLOT
159-X1,191-Y1:DRAWTO 159-X,191-Y
52 GOSUB 140:GOSUB 116:IF PEEK(764)=39 THEN COLOR 0:PLOT X1,Y1
53 IF PEEK(764)<>58 THEN 67
54 GRAPHICS 15+32
55 TRAP 37:? CHR$(125);"YARICAP,ORAN(NORMAL=2) ";:FOR TT=1 TO 70:NEXT TT:POKE
764,255:INPUT M,M2
56 GRAPHICS 15+16+32:COLOR C:DEG  TRAP 40000:S3=X+M:IF S3<1 THEN S3=0
57 IF S3>158 THEN S3=159
58 PLOT S3,Y:FOR ACI=0 TO 360 STEP 10
59 IF STRIG(0)=0 THEN 67
60 S1=X+M*COS(ACI):S2=Y-M2*M*SIN(ACI)
61 IF S1<0 THEN S1=0
62 IF S1>159 THEN S1=159
63 IF S2<0 THEN S2=0
64 IF S2>191 THEN S2=191
65 DRAWTO S1,S2
66 NEXT ACI
67 GOSUB 140:GOSUB 116:IF PEEK(764)<>61 THEN 80
68 GRAPHICS 15+32
69 TRAP 37:? CHR$(125);"YARICAP,ORAN(NORMAL=2),ARALIK":FOR TT=1 TO 75:NEXT
TT:POKE 764,255:INPUT M,M2,M3
70 GRAPHICS 15+16+32:COLOR C:DEG :TRAP 74
71 FOR ACI=0 TO 360 STEP M3:PLOT X,Y
72 IF STRIG(0)=0 THEN 80
73 S1=X+M*COS(ACI):S2=Y-M2*M*SIN(ACI)
74 IF S1<1 THEN S1=0
75 IF S1>158 THEN S1=159
76 IF S2<1 THEN S2=0
77 IF S2>190 THEN S2=191
78 DRAWTO S1,S2
79 NEXT ACI
80 POKE 764,255
81 GOSUB 140:GOSUB 116
82 GOTO 39
83 REM RENK SECIMI
84 GRAPHICS 15+32
85 POKE 764,255
86 TRAP 37:? CHR$(125);"DEGISECEK RENK (0..3) ";:FOR T=1 TO 75:NEXT T:POKE
```

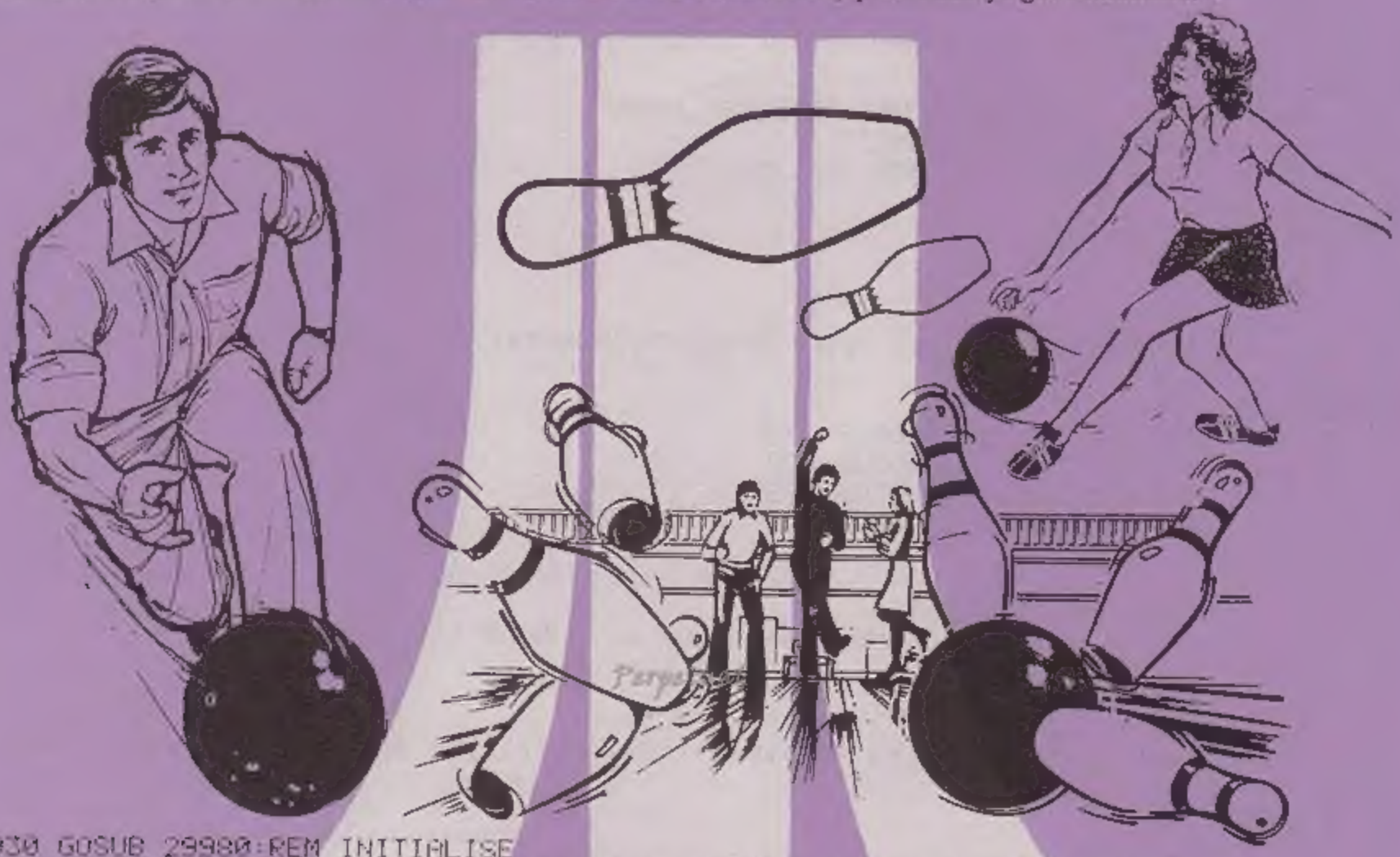
```
764,255:INPUT C
87 GRAPHICS 15+32+16
88 RETURN
89 REM SPRAY
90 GRAPHICS 15+32
91 TRAP 92:? CHR$(125):? "Spreyin genisligi (0-160) ";:FOR T=1 TO 75:NEXT T:POKE
764,255:INPUT M:IF M<0 OR M>160 THEN 91
92 GRAPHICS 15+16+32
93 GOSUB 116
94 TRAP 94:IF STRIG(0)=0 THEN COLOR C:PLOT
X+INT(RND(0)*M-M/2),Y+INT(RND(0)*M-M/2)
95 GOSUB 119:GOSUB 140
96 GOTO 93
97 REM *  AYNA  **
98 GRAPHICS 15+32
99 TRAP 37
100 ? CHR$(125):? "1)YATAY AYNA","2)DIKEY AYNA"
101 ? "3)TUM AYNALAR","4)ISTEMEZ"
102 FOR TT=1 TO 75:NEXT TT:POKE 764,255
103 INPUT AY
104 GRAPHICS 15+16+32
105 GOTO 38
106 REM EFEKTLER
107 GRAPHICS 15+32
108 TRAP 37:? CHR$(125);"Hangi renk (0..3) ";:FOR T=1 TO 70:NEXT T:POKE
764,255:INPUT M
109 GRAPHICS 15+16+32
110 IF M=0 THEN RESTORE 130:GOSUB 129
111 IF M=1 THEN RESTORE 132:GOSUB 129
112 IF M=2 THEN RESTORE 134:GOSUB 129
113 IF M=3 THEN RESTORE 136:GOSUB 129
114 A=USR(ADR(A$))
115 GOTO 38
116 REM IMLECIN YANIP SONMESI
117 A=C:C=2:LOCATE X,Y,ISA:COLOR ISA+C:PLOT X,Y:COLOR ISA:PLOT X,Y:C=A
118 RETURN
119 REM JOYSTICK KONTROL
120
S=STICK(0):B=STRIG(0):X=X-XX(S):Y=Y+YY(S):X=X-159*(X>158)+159*(X<0):Y=Y-192*(Y>1
91)+192*(Y<0)
121 RETURN
122 REM HAZIRLIKLAR
123 TSM=PEEK(660)+PEEK(661)*256:DIM A$(30),M$(1):C=1
124 DIM Q(20),YY(20),XX(20)
125 RESTORE 127
126 FOR I=1 TO 9:READ Q,X,Y:XX(Q)=X:YY(Q)=Y:NEXT I
127 DATA 5,-1,1,6,-1,-1,7,-1,0,9,1,1,10,1,-1,11,1,0,13,0,1,14,0,-1,15,0,0
128 X=80:Y=96:AY=4
129 REM EFEKT VERILERI
130 DATA
104,173,11,212,229,20,7,10,141,25,208,141,10,212,105,2,141,26,208,141,10,212,173
,31,208,201,6,208,228
131 DATA 96
132 DATA
104,173,11,212,229,20,7,10,141,22,208,141,10,212,105,2,141,22,208,141,10,212,173
,31,208,201,6,208,228
133 DATA 96
134 DATA
104,173,11,212,229,20,7,10,141,23,208,141,10,212,105,2,141,23,208,141,10,212,173
,31,208,201,6,208,228
135 DATA 96
136 DATA
104,173,11,212,229,20,7,10,141,24,208,141,10,212,105,2,141,24,208,141,10,212,173
,31,208,201,6,208,228
137 DATA 96
138 FOR A=1 TO 30:READ B:A$(A,A)=CHR$(B):NEXT A
139 RETURN
140 REM KLAVYE KONTROL
141 A=PEEK(764)
142 IF A=12 THEN POP :GOTO 38
```

Parpetuni

```
143 IF A=43 THEN POP :RUN
144 IF A=40 THEN GOSUB 83
145 IF A=62 THEN POP :POKE 764,255 GOTO 89
146 IF A=63 THEN POP :GOTO 97
147 IF A=42 THEN POP :GOTO 105
148 RETURN
```

SKOR TABELASI

Bu programı, yazmış olduğunuz oyun programlarında kullanarak, puanlamayı görebilirsiniz.



```
29930 GOSUB 29980:REM INITIALISE
29940 SCORE=INT(RND(0)*1000000):GOSUB 30000:GOTO 29940:REM MAIN ROUTINE
29950 REM
29960 REM
29970 REM
29980 DIM F$(160),H$(16),S$(6):H$="..........000000":FOR A=1 TO 160 STEP 16:F$(A
,A+15)=H$:NEXT A:RETURN
29990 REM MAIN ROUTINE
30000 IF SCORE<=VAL(r$(155,160)) THEN RETURN
30010 S$=STR$(SCORE):F$(161-LEN(S$))=S$:A=145:PASS=0
30020 IF VAL(F$(A+10,A+15))>VAL(F$(A-6,A-1)) THEN H$=F$(A-16,A-1):F$(A-16,A-1)=F
$(A,A+15):F$(A,A+15)=H$:PASS=1
30030 IF PASS=1 AND VAL(S$)<>VAL(F$(11,16)) THEN PASS=0:A=A-16:GOTO 30020
30040 GRAPHICS 17:POSITION 0,0:? #6;"   HIGH SCORE TABLE ":A=1:FOR Y=3 TO 21 STE
P 2
30050 POSITION 1,Y:? #6;F$(A,A+9):POSITION 13,Y:? #6;F$(A+10,A+15):A=A+16:NEXT Y
:A=1
30060 IF VAL(S$)=VAL(F$(A+10,A+15)) THEN 30080
30070 A=A+16:GOTO 30050
30080 X=1:Q=A:A=(A+15)/16:Y=A*2+1:F$(Q,Q+9)=".........":POSITION X,Y:? #6;F$(Q,
Q+9):N=0
30090 POKE 764,255:TRAP 30090:OPEN #1,4,0,"K:"
30100 GET #1,L:IF L=155 THEN 30130
30110 IF L=126 THEN X=X-(1*(X>1)):N=N-(1*(N>0)):POSITION X,Y:? #6;" ":F$(Q+N,Q+N
)=".":GOTO 30100
30120 POSITION X,Y:? #6;CHR$(L);:F$(Q+N,Q+N)=CHR$(L):X=X+1:N=N+1:IF N<10 THEN 30
100
30130 FOR R=1 TO 150:SOUND 0,100,10,10:NEXT R:SOUND 0,0,0,0
30140 TRAP 40000:CLOSE #1:RETURN
```

KLAVYE VE NOTALAR

Bu programı çalıştırarak, bilgisayarınızın klavyesini bir piyano ya da org klavyesi gibi kullanabilirsiniz. Dilediğiniz her notayı çıkarabileceğiniz bu programda isterseniz, ESC tuşuna basarak, çalmış olduğunuz notaları bilgisayarınız tarafından ve yine sizin seçeğiniz 4 ayrı ritmde tekrarlamasına imkan vermiş olursunuz. Program Necmi Baysal'ın.

```
1 ? "              NECMI BAYSAL ":? :? "     TARAFINDAN PROGRAMLANMISTIR"
5 ? :? "NOTALAR QWERTYUIOP-=1234567890<>"
7 ? :? :? "YAZDIGINIZ NOTAYI DINLEMEK ICIN ESC TUSUNA BASINIZ":? :?
8 DIM T(500):POKE 16,112:POKE 53774,112
10 T(L)=A:L=L+1:I=16:B=A
20 SOUND 0,A,10,I:SOUND 1,A+1,10,I:I=I-0.2
30 IF I<0 THEN I=0
110 IF PEEK(764)=255 THEN GOTO 20
120 A=PEEK(764):POKE 764,255
130 IF A=52 OR A=48 OR A=30 OR A=27 THEN A=B:GOTO 20
900 IF A=28 THEN 3000
1000 IF A=44 THEN A=243:GOTO 10
1010 IF A=47 THEN A=216:GOTO 10
1020 IF A=26 THEN A=193:GOTO 10
1030 IF A=42 THEN A=182:GOTO 10
1040 IF A=40 THEN A=162:GOTO 10
1050 IF A=45 THEN A=144:GOTO 10
1060 IF A=51 THEN A=128:GOTO 10
1070 IF A=11 THEN A=121:GOTO 10
1080 IF A=13 THEN A=108:GOTO 10
1090 IF A=50 THEN A=96:GOTO 10
1100 IF A=31 THEN A=229:GOTO 10
1110 IF A=46 THEN A=204:GOTO 10
1120 IF A=24 THEN A=172:GOTO 10
1130 IF A=29 THEN A=153:GOTO 10
1140 IF A=53 THEN A=114:GOTO 10
1150 IF A=48 THEN A=102:GOTO 10
1160 IF A=43 THEN A=136:GOTO 10
1170 IF A=10 THEN A=91:GOTO 10
1180 IF A=14 THEN A=81:GOTO 10
1190 IF A=15 THEN A=72:GOTO 10
1200 IF A=12 THEN A=68:GOTO 10
1210 IF A=55 THEN A=76:GOTO 10
1220 IF A=54 THEN A=86:GOTO 10
1230 IF A=8 THEN A=102:GOTO 10
2010 GOTO 10
3000 ? "HANGI TEMPO ( 1-4) ";:INPUT K:? K)
3002 SOUND 0,0,0,0
3004 SOUND 1,0,0,0
3010 IF K<1 OR K>4 THEN 3000
3020 FOR J=1 TO L
3030 A=T(J):I=16
3100 FOR X=1 TO 4*K
3120 SOUND 0,A,10,I:SOUND 1,A+1,10,I:I=I-1
3130 IF I<0 THEN I=0
3140 NEXT X
3150 NEXT J
3160 SOUND 0,0,0,0
3170 SOUND 1,0,0,0
3200 ? "TEKRAR DINLEMEK ISTERMISINIZ ? (E/H)"
3210 IF PEEK(764)=255 THEN 3210
3220 C=PEEK(764):POKE 764,255
3230 IF C<>42 AND C<>57 THEN 3210
3240 IF C=42 THEN 3000
3300 L=0:ESC=0:GOTO 10
```

SAYI SIRALAMA OYUNU

Bu oyundaki amacınız 1-8 arasındaki sayıları, çeşitli şekilde sıralamaktır. Hareket ettirmek istediğiniz sayının tuşuna basın, o sayının boş olan bölüme hareketini sağlayabilirsiniz. Oyun tamamlanınca tekrar başlar.

Programı hazırlayan: Mahir Aşut ve Gökhan Girgin.

```
10 REM ********************************
20 REM *                              *
30 REM *  MAHIR ASUT-GOKHAN GIRGIN    *
40 REM *                              *
50 REM * SAYI SIRALAMA OYUNU (C)'86 *
60 REM *                              *
70 REM ********************************
100 OPEN #1,4,0,"K:"
200 GOSUB 5700
300 GRAPHICS 0:SETCOLOR 2,0,0:POKE 752,1
400 K=0
500 DIM B(3,3)
600 FOR I=1 TO 3
700 FOR J=1 TO 3
800 K=K+1
900 B(I,J)=K
1000 NEXT J
1100 NEXT I
1200 I=3
1300 J=3
1400 FOR K=1 TO 20
1500 X=INT(RND(0)*3)-1
1600 Y=INT(RND(0)*3)-1
1700 IF I+X>3 OR I+X<1 THEN GOTO 1500
1800 IF J+Y>3 OR J+Y<1 THEN GOTO 1500
1900 IF ABS(X)+ABS(Y)>1 OR X+Y=0 THEN GOTO 1500
2000 T=B(I,J)
2100 B(I,J)=B(I+X,J+Y)
2200 B(I+X,J+Y)=T
2300 I=I+X
2400 J=J+Y
2500 NEXT K
2600 M=1
2700 K=0
2800 S=0
2900 FOR I=1 TO 3
3000 FOR J=1 TO 3
3100 K=K+1
3200 IF B(I,J)<>K THEN S=1
3300 IF B(I,J)=9 THEN PRINT "  ";:X=I:Y=J
3400 IF B(I,J)<>9 THEN PRINT B(I,J);" ";
3500 NEXT J
3600 ?
3700 NEXT I
3800 IF S=0 THEN PRINT "COZULDU":GOTO 5400
3900 PRINT "HAREKET=";M
4000 PRINT "HANGI PARCA ";
4100 INPUT N
4200 IF N<1 OR N>8 THEN GOTO 3900
4300 FOR I=1 TO 3
4400 FOR J=1 TO 3
4500 IF B(I,J)=N THEN A=I:B=J
4600 NEXT J
4700 NEXT I
4800 IF ABS(X-A)+ABS(Y-B)>1 THEN 3900
4900 T=B(X,Y)
5000 B(X,Y)=B(A,B)
5100 B(A,B)=T
5200 M=M+1
```

```
5300 ? "}":GOTO 2700
5400 ? :? "TEKRAR OYNAMAK ICIN BIR TUSA BASIN...." ? 'BITIRMEK ICIN 'RESET' TUSU
NA BASIN...."
5500 GET #1,A
5600 CLR :GOTO 300
5700 GRAPHICS 18 SETCOLOR 2,7,7 SETCOLOR 1,4,4 SETCOLOR 0,4,5
5800 ? #6:? #6;"     TILE-GAME":? #6;"     ________      "
5900 ? #6;"   BY MAHIR ASUT   "
6000 ? #6
6100 ? #6;"        1|2|3"
6200 ? #6;"        -----"
6300 ? #6;"        4|5|6"
6400 ? #6;"        -----"
6500 ? #6;"        7|8| "
6600 FOR A=1 TO 2500:NEXT A
6700 RETURN
```

AMİRAL BATTI

Derslerden artan zamanlarda, hatta teneffuslerde, özellikle kış akşamları evlerde oynanan Amiral Battı'yı sanırız bilmeyen yoktur.

Bu kez rakibiniz bilgisayardaki gemiler. Bakalım ne kadar mahirsiniz? Unutmayın 100 atış hakkınız var!

```
1 REM ************************
2 REM **                    **
3 REM **  ATARI KULLANICI   **
4 REM **                    **
5 REM **       GRUBU        **
6 REM **                    **
7 REM **     DEM ARPACI     **
8 REM **                    **
9 REM ************************
10 GOSUB 32700
20 GOSUB 10000
25 POKE 559,0 POKE 752,24
300 FOR S=1 TO 50 FOR D=1 TO 10 NEXT D ? " NEXT S GOSUB 32000 GOSUB 40000 GOSUB 60
00
301 SCORE=0 BOMB=100 PL=4
305 AMI=2 JOL=6 INI=12 UCA=18 MEL=23 ASK=28 MAV=35
2020 TRAP 2020 POKE 559,0
2021 A=INT(4+RND(0)*33) B=INT(5+RND(1)*14)
2022 RE=28
2032 FOR Q=2 TO 38 FOR W=2 TO 18 HE(Q,W)=0 R(Q,W)=0 NEXT W NEXT Q
2035 IF C>0.5 THEN 2042
2040 HE(A-1,B)=2000 HE(A-2,B)=2000:HE(A,B)=2000 HE(A+1,B)=2000 R(A-1,B)=34 R(A
,B)=33 R(A,B)=35
2041 R(A+1,B)=36 GOTO 2054
2042 R(A,B+1)=70
2050 HE(A,B-1)=2000 HE(A,B+2)=2000 HE(A,B)=2000 HE(A,B+1)=2000 R(A,B-1)=66 R(A,B
+2)=72 R(A,B)=68
2054 RE=RE-1 POSITION 36,21 ? "    " POSITION 36,21 ? RE
2055 FOR G=1 TO 2
2060 A=INT(3+RND(3)*32) B=INT(4+RND(4)*14)
2061 D=1 FOR Q=A-3 TO A+3 FOR W=B-3 TO B+3 IF HE(Q,W)<>0 THEN D=0 GOTO 2071
2062 NEXT W NEXT Q
2070 C=RND(5):IF C<0.5 THEN 2073
2071 IF D=0 THEN 2060:C=RND(5):IF C<0.5 THEN 2073
2072 HE(A-1,B)=1500 HE(A,B)=1500 HE(A+1,B)=1500 R(A-1,B)=37 R(A,B)=38 R(A+1,B)=3
9:GOTO 2100
2073 HE(A,B-1)=1500 R(A,B-1)=74 HE(A,B)=1500 R(A,B)=76 HE(A,B+1)=1500 R(A,B+1)=7
8
2100 RE=RE-1:POSITION 36,21:? "    ":POSITION 36,21:? RE:NEXT G
2200 FOR G=1 TO 3
2260 A=INT(3+RND(6)*32):B=INT(4+RND(7)*14)
2261 D=1 FOR Q=A-3 TO A+3 FOR W=B-3 TO B+3 IF HE(Q,W)>0 THEN D=0 GOTO 2271
2262 NEXT W:NEXT Q
```

```
2270 C=RND(8):IF C<0.5 THEN 2273
2271 IF D=0 THEN 2270 C=RND(8):IF C<0.5 THEN 2273
2272 HE(A-1,B)=1000:HE(A,B)=1000:R(A-1,B)=40:R(A,B)=41:GOTO 2400
2273 HE(A,B-1)=1000:HE(A,B)=1000:R(A,B-1)=80:R(A,B)=32
2400 RE=RE-1:POSITION 36,21:? "   ":POSITION 36,21:? RE:NEXT G
2401 FOR G=1 TO 7
2460 A=INT(3+RND(6)*32):B=INT(4+RND(7)*14)
2461 D=1:FOR Q=A-2 TO A+2:FOR W=B-2 TO B+2:IF HE(Q,W)<>0 THEN D=0:GOTO 2471
2462 NEXT W:NEXT Q
2471 IF D=0 THEN 2460
2472 HE(A,B)=500:R(A,B)=64
2499 RE=RE-1:POSITION 36,21:? "   ":POSITION 36,21:? RE:NEXT G
2501 FOR G=1 TO 5
2560 A=INT(3+RND(6)*32):B=INT(4+RND(7)*14)
2561 D=1:FOR Q=A-3 TO A+3:FOR W=B-2 TO B+2:IF HE(Q,W)<>0 THEN D=0:GOTO 2571
2562 NEXT W:NEXT Q
2571 IF D=0 THEN 2560
2572 HE(A,B)=750:R(A,B)=60
2599 RE=RE-1:POSITION 36,21:? "   ":POSITION 36,21:? RE:NEXT G
2601 FOR G=1 TO 5
2660 A=INT(3+RND(6)*32):B=INT(4+RND(7)*14)
2661 D=1:FOR Q=A-2 TO A+2:FOR W=B-2 TO B+2:IF HE(Q,W)<>0 THEN D=0:GOTO 2671
2662 NEXT W:NEXT Q
2671 IF D=0 THEN 2660
2672 HE(A,B)=[illegible]:R(A,B)=62
2699 RE=RE-1:POSITION 36,21:? "   ":POSITION 36,21:? RE:NEXT G
2701 FOR G=1 TO 5
2760 A=INT(3+RND(6)*32):B=INT(4+RND(7)*14)
2761 D=1:FOR Q=A-2 TO A+2:FOR W=B-2 TO B+2:IF HE(Q,W)<>0 THEN D=0:GOTO 2771
2762 NEXT W:NEXT Q
2771 IF D=0 THEN 2760
2772 HE(A,B)=1250:R(A,B)=[illegible]
2799 RE=RE-1:POSITION 36,21:? "   ":POSITION 36,21:? RE:NEXT G
2800 FOR Q=3 TO 18:COLOR 32:PLOT 3,Q:DRAWTO 37,Q:NEXT Q
2901 X=20:Y=10
2902 COLOR 43:PLOT X,Y
2905 V=STICK(0)
2907 W=STRIG(0)
2909 IF W=1 THEN 2919
2910 SCORE=SCORE+HE(X,Y):BOMB=BOMB-1:GOSUB 3100:IF HE(X,Y)=30 THEN GOSUB 3200:PO
SITION 15,22:? "          "
2911 IF HE(X,Y)=30 THEN SCORE=SCORE-30
2912 IF HE(X,Y)=2 THEN SCORE=SCORE-2
2913 POSITION 18,21:? "          ":POSITION 18,21:? HE(X,Y)
2914 COLOR 43:PLOT X,Y
2915 GOSUB 3300
2916 GOSUB 3800
2917 HE(X,Y)=2
2918 IF V=15 THEN 2902
2919 IF HE(X,Y)<>2 THEN COLOR 32:PLOT X,Y
2920 DX=0:DY=0
2921 IF HE(X,Y)=2 THEN COLOR 84:PLOT X,Y
2923 IF V=11 THEN DX=-1:DY=0
2925 IF V=7 THEN DX=+1:DY=0
2927 IF V=13 THEN DY=+1:DX=0
2929 IF V=14 THEN DY=-1:DX=0
2931 X=X+DX:Y=Y+DY
2935 IF X<3 THEN GOSUB 3400:X=3
2937 IF Y<3 THEN GOSUB 3400:Y=3
2939 IF Y>18 THEN GOSUB 3400:Y=18
2941 IF X>37 THEN GOSUB 3400:X=37
2950 GOTO 2902
3100 POSITION 35,21:? "   ":POSITION 35,21:? BOMB
3101 IF BOMB>0 THEN 3110
3102 GOSUB 3500
3103 A=STRIG(0)
3108 IF A=1 THEN 3103
3109 GOTO 10
3110 RETURN
```

```
3200 COLOR 32:PLOT MAY,23:MAY=MAY+1
3203 PL=PL-1:POSITION PL*2,21:? " ":GOSUB 3400:GOSUB 3400:GOSUB 3400:IF PL=0 THE
N GOSUB 3500
3210 RETURN
3300 POSITION 25,21:? "     ":POSITION 25,21:? SCORE
3301 IF SCORE>HS THEN HS=SCORE
3302 POSITION 11,21:? HS
3400 SOUND 1,14,14,14:FOR S=1 TO 16:NEXT S:SOUND 1,0,0,0:RETURN
3500 FOR Q=3 TO 37:FOR W=3 TO 17:IF R(Q,W)<>0 THEN COLOR R(Q,W):PLOT Q,W
3505 NEXT W:NEXT Q
3507 P=STRIG(0)
3508 IF P=1 THEN GOTO 3507
3510 IF P=0 THEN FOR Q=1 TO 45:? :FOR E=1 TO 10:NEXT E:NEXT Q
3515 GOSUB 14000:POP :GOTO 10
3800 COLOR 32:IF HE(X,Y)=2000 THEN PLOT AMI,23:AMI=AMI+1:RETURN
3801 IF HE(X,Y)=1500 THEN PLOT UCL,23:UCL=UCL+1:RETURN
3802 IF HE(X,Y)=1000 THEN PLOT IKI,23:IKI=IKI+1:RETURN
3803 IF HE(X,Y)=1250 THEN PLOT UCA,23:UCA=UCA+1:RETURN
3804 IF HE(X,Y)=750 THEN PLOT HEL,23:HEL=HEL+1:RETURN
3805 IF HE(X,Y)=500 THEN PLOT ASK,23:ASK=ASK+1:RETURN
3850 RETURN
4000 RESTORE 4025:FOR Q=5 TO 15 STEP 2
4010 READ V:FOR W=1 TO V:READ A,B:POSITION 15+W,Q:? CHR$(A) POSITION 21,Q:? B
4020 NEXT W:NEXT Q
4025 DATA 4,33,0,34,0,35,0,36,8000,3,37,0,38,0,39,4500,2,40,0,41,2000,1,83,1250,
1,60,750,1,64,500
4030 RETURN
5000 RESTORE 6001:FOR S=2 TO 38:READ A:COLOR A:PLOT S,23:NEXT S
6001 DATA 33,34,35,36,37,38,39,37,38,39,40,41,40,41,40,41,83,83,83,83,83,60,60,6
0,60,60,64,64,64,64,64,64,64,62,62
6002 DATA 62,62
6005 RETURN
10000 A=PEEK(106)-8:POKE 204,A:POKE 205,224:CH=A*256
10010 RESTORE 10030
10020 FOR X=1536 TO 1555:READ V:POKE X,V:NEXT X
10030 DATA 104,162,4,160,0,177,205,145,203,200,208,249,230,206,230,204,202,208,2
42,96
10040 I=USR(1536)
10050 READ V:IF V=-1 THEN RETURN
10060 FOR I=0 TO 7:READ B:POKE CH+V*8+I,B:NEXT I
10070 GOTO 10050
10100 DATA 1,0,0,0,0,255,118,63,31
10110 DATA 2,12,12,115,128,255,219,255,255
10120 DATA 3,12,25,179,230,255,109,255,255
10130 DATA 4,216,176,96,192,255,190,252,248
10140 DATA 5,0,0,0,0,0,255,118,63
10150 DATA 6,0,0,0,126,193,255,219,255
10160 DATA 7,0,36,72,144,32,255,110,252
10170 DATA 8,0,0,1,7,6,255,119,63
10180 DATA 9,0,4,8,208,224,255,110,252
10190 DATA 28,0,248,112,32,113,191,32,0
10200 DATA 30,126,24,60,126,255,126,60,24
10210 DATA 32,8,8,62,93,157,40,36,66
10220 DATA 34,8,12,14,133,197,111,187,223
10230 DATA 36,127,59,159,207,187,63,31,123
10240 DATA 38,127,127,219,223,127,123,127,15
10250 DATA 40,11,15,15,11,15,14,12,8
10260 DATA 42,4,6,71,39,21,79,39,21
10270 DATA 44,15,31,29,23,23,29,31,7
10280 DATA 46,5,7,7,5,7,7,6,4
10290 DATA 48,4,6,71,39,21,15,31,27
10300 DATA 50,55,31,31,5,7,7,6,4
10310 DATA 52,0,80,92,94,94,78,66,64
10320 DATA 54,8,8,0,99,0,8,8,0
10330 DATA 56,192,192,192,192,192,192,192,192
10340 DATA 58,192,192,192,192,192,192,255,255
10350 DATA 60,255,255,192,192,192,192,192,192
10360 DATA 62,255,255,0,0,0,0,0,0
10370 DATA 63,255,255,3,3,3,3,3,3
```

```
10380 DATA 43,3,3,3,3,3,3,3,3
10381 DATA 68,3,3,3,3,3,3,3,3
10390 DATA 65,3,3,3,3,3,3,255,255
10400 DATA 66,0,0,0,0,0,0,255,255
10410 DATA 51,16,16,56,124,253,16,56,124
11000 DATA -1
12001 RA=106:POKE 752,1
12002 PM=54279
12003 SD=559
12004 GR=53277:POKE GR,3
12005 HP=53248
12006 PC=704:POKE 623,4
12007 SI=53256
12008 J=PEEK(RA)-20
12009 MY=256*J:POKE PM,J:RESTORE 12012
12010 FOR X=0 TO 3:POKE HP+X,0:READ T:POKE PC+X,T:POKE SI+X,3:NEXT X:IF CC=3 THE
N 12100
12012 DATA 51,53,53,51
12040 FOR I=MY+512 TO MY+1024
12050 POKE 1,0
12060 NEXT I:CC=3
12100 RESTORE 12150:FOR S=520 TO 1020 STEP 128
12110 FOR N=0 TO 5
12120 READ K:POKE MY+S+N,K:NEXT N:NEXT S
12150 DATA 0,12,18,30,18,18,2,112,170,170,170,170,0,243,148,231,148,148,0,32,160
,160,160,184
12200 RESTORE 12250:FOR S=512+30 TO 1020+30 STEP 128
12210 FOR N=1 TO 7
12220 READ K:POKE MY+S+N,K:NEXT N:NEXT S
12250 DATA 8,28,28,28,42,42,73,0,0,51,72,120,72,72,0,0,230,137,143,137,137,2,0,1
14,74,114,74,74
12300 RESTORE 12350:FOR S=512+42 TO 1020+42 STEP 128
12310 FOR N=1 TO 7
12320 READ K:POKE MY+S+N,K:NEXT N:NEXT S
12350 DATA 30,96,96,96,96,96,30,96,96,96,96,96,96,124,204,204,204,204,252,120,48
,248,198,198,248,198,198,248
13000 RESTORE 13200:FOR T=512+115 TO 1020+115 STEP 128
13100 FOR N=0 TO 4
13110 READ O:POKE MY+T+N,O
13150 NEXT N:NEXT T
13200 DATA 14,9,14,9,14,51,72,120,72,72,239,130,130,130,130,160,32,32,32,32,32
13410 FOR X=0 TO 64
13430 POKE HP,X:POKE HP+1,X+32:POKE HP+2,64+X:POKE HP+3,96+X:NEXT X
13450 RETURN
14000 FOR X=1 TO 10
14010 IF SCORE>HSC(X) THEN 14030
14020 NEXT X:GOSUB 15800
14021 Y=STRIG(0)
14022 IF Y=1 THEN 14021
14025 GOTO 0
14030 GOSUB 15000
14035 CLOSE #1:OPEN #1,4,0,"K:":GET #1,L:IF L=255 THEN 14035
14040 GOTO 0
14045 RETURN
15000 FOR A=10 TO X+1 STEP -1:HSC(A)=HSC(A-1):NEXT A
15001 HSC(X)=SCORE
15002 FOR A=10 TO X+1 STEP -1:FOR Z=1 TO 10:I(A,Z)=I(A-1,Z)
15003 NEXT Z:NEXT A:GOSUB 15800
15004 FOR K=1 TO 10
15006 GOSUB 15900
15008 I(X,K)=P:GOSUB 15500:NEXT K
15050 RETURN
15500 COLOR P:PLOT 9+K,7+X:RETURN
15800 GRAPHICS 17:POKE GR,4:SETCOLOR 2,0,0:SETCOLOR 4,0,0:SETCOLOR 1,0,15:POKE 7
52,1
15802 POSITION 4,0:? #6;"ANIRAL  BATTI"
15803 POSITION 4,1:? #6,"BY CEM ARPACI"
15804 POSITION 5,5:? #6;"HIGH SCORE"
15805 FOR Q=1 TO 10
```

```
15810 COLOR 1:POSITION 2,7+Q:? #6;HSC(Q)
15820 FOR W=1 TO 10:COLOR I(Q,W):PLOT 9+W,7+Q:NEXT W
15830 NEXT Q:RETURN
15900 CLOSE #1:OPEN #1,4,0,"K:"
15910 GET #1,P:IF P=255 THEN 15910
15920 RETURN
17000 FOR Q=3 TO 37:FOR W=3 TO 19:IF HE(Q,W)=1 THEN COLOR R(Q,W):PLOT Q,W:GOTO 1
7002
17001 COLOR 32:PLOT Q,W
17002 NEXT W:NEXT Q
17010 SOUND 1,14,14,14:FOR S=1 TO 30:NEXT S:SOUND 1,0,0,0
17020 GOTO 17010:RETURN
21000 FOR A=14 TO 1 STEP -1:SOUND 1,A,6,14:NEXT A:SOUND 1,0,0,0:RETURN
23000 SOUND 1,14,14,14:FOR A=1 TO 15:NEXT A
23010 RETURN
32000 GOTO 32100
32100 FOR Q=3 TO 37:POSITION Q,2:? "":NEXT Q
32200 FOR Q=3 TO 37:POSITION Q,19:? "":NEXT Q
32300 FOR Q=3 TO 18:POSITION 2,Q:? "X":NEXT Q
32400 FOR Q=3 TO 18:POSITION 38,Q:? "K":NEXT Q
32450 FOR S=1 TO 3:POSITION 2*S,21:? CHR$(83);:NEXT S
32500 POSITION 1,23
32600 RETURN
32700 GRAPHICS 0:HS=0:POKE 752,1:POKE 559,10
32701 SETCOLOR 1,0,15:SETCOLOR 2,0,0:SETCOLOR 4,0,0:GOSUB 12001
32702 POKE 559,10:PL=4:SCORE=0:BOMB=100:IF ZZ=1 THEN 10
32704 DIM HE(40,20),R(40,20)
32705 DIM HSC(11)
32706 FOR X=1 TO 10:HSC(X)=9999:NEXT X
32707 DIM I(10,10)
32709 FOR X=1 TO 10:FOR Y=1 TO 10:I(X,Y)=65:NEXT Y:NEXT X
32710 POKE 752,1:ZZ=1:RETURN
```

COLOR PATTERN

Bilgisayarınızda zaman tünelini andıran perspektif şekiller elde edebilirsiniz. Fazla dikkatli bakarsanız hipnotize bile olabilirsiniz.

```
10 GRAPHICS 10
20 POKE 704,0
30 POKE 705,12
40 POKE 706,3*16+4
50 POKE 707,12
55 POKE 708,12
60 FOR X=0 TO 79
70 C=C+1:IF C=5 THEN C=1
80 COLOR C
90 PLOT X,X
100 DRAWTO 79-X,X
110 DRAWTO 79-X,191-X
120 DRAWTO X,191-X
130 DRAWTO X,X
140 NEXT X
150 A=PEEK(705)
160 POKE 705,PEEK(706)
170 POKE 706,PEEK(707)
185 POKE 707,PEEK(708)
186 POKE 708,A
190 A=SIN(A)
200 GOTO 150
```

PROGRAM ÇALIŞMALARINIZIN YAYINLANMASINI İSTİYORSANIZ...

ATARI BİLGİSAYAR DERGİSİ BÖYLE BİR ÇALIŞMAYI BAŞLATMIŞ BULUNUYOR!